

## **Frightening and Forgotten Magic for Dungeons and Dragons 5<sup>th</sup> Edition:**

Creating new spells has always been one of my favorite things to do for 5<sup>th</sup> Edition Dungeons and Dragons. There is so much room for creativity, and it's always exciting to delve into new ideas. Some of these spells are new ideas, while one is even an updated spell from a previous edition. Many of these spells were themed around sinister, darker magic, which is a flavor that I find myself wanting more of in D&d 5e. Find spells that can smite an enemy and turn them to stone, as well as enchantments that allow you to command a friend or foe from across an entire plane of existence. Enjoy!

Level	Spell	School	Conc.	Ritual	Class
1	Minor Echolocation	Transmutation	Yes	Yes	Bard, Druid, Wizard
2	Leeching Seeds	Necromancy	No	No	Artificer, Cleric, Druid
2	Imminent Assault	Divination	No	No	Sorcerer, Warlock, Wizard
2	Summon Protective Ooze	Conjuration	No	No	Sorcerer, Wizard
3	Deadly Leap	Enchantment	No	No	Artificer, Druid, Wizard
3	Drain Essence	Necromancy	Yes	No	Bard, Warlock, Wizard
5	Fossilizing Smite	Transmutation	Yes	No	Paladin
6	Electric Fortress	Evocation	Yes	No	Sorcerer, Warlock
8	Demands	Enchantment	Yes	No	Bard, Cleric, Wizard

## Deadly Leap

*3<sup>rd</sup>-level enchantment*

**Casting Time:** 1 action

**Range:** Self

**Components:** V, M (a fragment of a bulette's metal plating)

**Duration:** instantaneous

You project a silver, magical shield that is shaped like a bulette, with which you ram nearby enemies. You leap either up to 30 feet horizontally or up to 15 feet vertically, your choice when you cast the spell. This movement must be in a straight line, and you must land in an unoccupied space. Creatures standing on the ground within 10 feet of the space in which you land must make a Strength saving throw. On a failed save, the target takes 5d6 force damage, is pushed 5 feet away from you, and is knocked prone. On a successful save, the target takes half damage and is not moved nor knocked prone.

## Demands

*8<sup>th</sup>-level enchantment*

**Casting Time:** 1 action

**Range:** Unlimited

**Components:** V, S, M (a single gold piece, consumed by the spell)

**Duration:** concentration, up to 8 hours

A demand issued by you is whisked through the arcane weave to a target with which you are familiar. The creature hears the message in its mind and recognizes you as the sender if it knows you. The spell allows creatures with Intelligence scores of 1 to understand the meaning of your message.

This message consists of you suggesting a course of activity (limited to a sentence or two), and magically influencing the creature you have targeted to carry it out. This suggestion is limited to 25 words or fewer. Creatures that can't be **charmed** are immune to this effect. The suggestion must be worded in such a manner as to make the course of action sound reasonable. Asking the creature to stab itself, throw itself onto a spear, immolate itself, or do some other obviously harmful act ends the spell.

The target must make a Wisdom saving throw. On a failed save, it pursues the course of action you described to the best of its ability. The suggested course of action can continue for the entire duration. If the suggested activity can be completed in a shorter time, the spell ends when the subject finishes what it was asked to do. On a successful save, the target still hears the message, however they are not compelled to heed your suggestion.

## Drain Essence

*3<sup>rd</sup>-level necromancy*

**Casting Time:** 1 action

**Range:** 90 feet

**Components:** V, S, M (a bone needle)

**Duration:** concentration, up to 1 minute

A black needle flies from your hand and attempts to prick one target within range. Make a ranged spell attack against the target. On a hit, the target takes necrotic damage equal to 5d4 + your spellcasting modifier.

If this spell's damage reduces the target to 0 hit points, you are able to absorb a fraction of their life energy. Choose one of the target's ability scores. For the duration of this spell, you can use the target's ability score modifier in place of your own for any attack roll, ability check, or saving throw that utilizes the selected ability.

**At Higher Levels.** When you cast this spell using a spell slot of 4<sup>th</sup> level or higher, the damage increases by 2d4 for each slot level above 3<sup>rd</sup>.

## Electric Fortress

*6<sup>th</sup>-level evocation*

**Casting Time:** 1 action

**Range:** self (10-foot radius)

**Components:** V, M (a wand made of copper worth at least 50 gp)

**Duration:** concentration, up to 1 minute

You call forth a storm that can serve as a bastion for yourself and your allies. A stationary wall of electricity forms in a 10-foot radius around you. This wall is 30 feet high and does not move from the location in which it was summoned. You may use a bonus action when the fortress is active in order to create a doorway through the wall. This doorway can be a maximum of 10 feet in any dimension.

When the wall appears, each creature within its area must make a Constitution saving throw. The target takes 5d12 lightning damage on a failed save, or half as much on a successful save. If the target fails the save by five or more, it is also stunned until the start of its next turn. Creatures made from, wearing, or holding metal have disadvantage on saving throws against this spell.

One side of the wall, selected by you when you cast this spell, deals 5d12 fire damage to each creature that ends its turn within 10 feet of that side or inside the wall. A creature takes the same damage when it enters the wall for the first time on a turn or ends its turn there. The other side of the wall deals no damage.

**At Higher Levels.** When you cast this spell using a spell slot of 7<sup>th</sup> level or higher, the damage increases by 1d12 for each slot level above 6<sup>th</sup>.

## Fossilizing Smite

*5<sup>th</sup>-level Transmutation*

**Casting Time:** 1 bonus action

**Range:** Self

**Components:** V

**Duration:** Concentration, up to 1 minute

The next time you hit a creature with a weapon attack before this spell ends, its wounds begin to petrify on the spot, and the attack deals an extra 4d8 force damage. If this damage reduces the target to 100 hit points or fewer, it is **restrained** as its flesh begins to harden into stone.

A creature **restrained** by this spell must make another Constitution saving throw at the end of each of its turns. If it successfully saves against this spell three times, the spell ends. If it fails its saves three times, it is turned to stone and subjected to the **petrified** condition for the duration. The successes and failures don't need to be consecutive; keep track of both until the target collects three of a kind.

If the creature is physically broken while **petrified**, it suffers from similar deformities if it reverts to its original state.

If you maintain your concentration on this spell for the entire possible duration, the creature is turned to stone until the effect is removed.

## Imminent Assault

*2<sup>nd</sup>-level divination*

**Casting Time:** 1 action

**Range:** 90 feet

**Components:** V, S,

**Duration:** 1 round

You foresee great pain in an enemy's future. One target you can see within range takes 1d8 psychic damage. At the end of your next turn, the target must make an Intelligence saving throw. On a failed save it takes 2d8 additional psychic damage, or half as much on a successful save.

**At Higher Levels.** When you cast this spell using a spell slot of 3<sup>rd</sup> level or higher, the damage inflicted at the end of your next turn increases by 1d10 for each slot level above 2<sup>nd</sup>.

## Leeching Seeds

*2<sup>nd</sup>-level necromancy*

**Casting Time:** 1 action

**Range:** 60 ft

**Components:** V, M (A petrified seed)

**Duration:** 1 minute

You scatter an array of seeds upon a creature's physical form. These seeds grow quickly and as they do, they syphon the target's life energy while simultaneously healing the caster. Make a ranged spell attack against a target within range. On a hit, it is covered with seeds for the duration of the spell, until they use an action to pry the seeds out, or until they take fire damage. While they are covered in seeds, they take 1d6 necrotic damage at the start of their turn. When they take this damage, you regain hit points equal to half of the necrotic damage dealt (minimum of 1). A creature can only be under the effect of one instance of this spell at a time.

## Minor Echolocation

*1<sup>st</sup>-level transmutation*

**Casting Time:** 1 minute (ritual)

**Range:** Self

**Components:** V, S, M (the wing of a bat)

**Duration:** Concentration, up to 1 hour

You enhance your sense of hearing, allowing you to triangulate the location of creatures and objects around you. For the duration of the spell, you have blindsight to a range of 10 feet. This blindsight only functions if you are not **deafened**.

## Summon Protective Ooze

*2<sup>nd</sup>-level conjuration*

**Casting Time:** 1 action

**Range:** Touch

**Components:** V, S, M (a vial of gelatinous cube ooze worth at least 5 gp, consumed by the spell)

**Duration:** 1 minute

A living ooze is called forth to protect you or your allies from any harm that might befall you. This ooze is a separate creature that covers your body and gear in a protective layer of goop. You gain 10 temporary hit points for as long as the ooze is on your person. If the temporary hit points granted by the ooze vanish, the spell ends.

While this ooze is on your form, you may use a bonus action to cause it to lash out at an opponent. Make a melee spell attack with a range of 10 feet. On a hit, it does acid damage equal to 1d6 + your spellcasting modifier. Only one protective ooze can be on a creature at a given time.

**At Higher Levels.** When you cast this spell using a spell slot of 3<sup>rd</sup> level or higher, the ooze gains 5 additional temporary hit points for each slot level above 2<sup>nd</sup>.



Spells Conceptualized and Created by Quinn the GM (@QuinnTheGM)